**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Alkaline on Sun, 11 Jan 2004 00:52:44 GMT
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Any way to do this? sorta like how Unreal Tournament did it. the server would automatically install the map being played on to clients machine if they didn't have it.

This would really boost the modmap community imo because people won't have to go searching for maps.

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Crimson on Sun, 11 Jan 2004 01:00:18 GMT
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We intend to add something like this to RenGuard... but automatic download = bad because Renegade maps are several megs.

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Alkaline on Sun, 11 Jan 2004 01:10:11 GMT
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Yes I know, but it would be cool if you could add a server setting on where the client would be downloaded the map.

e.g. here are where I host the maps: http://renmaps.cjb.net
What would happen is that when a person joins, and he/she doens't have the map, the server would start sending the map from renmaps.cjb.net to the client. This way it woulnd't affect the gameserver's bandwidth.

I know they are several megs, but I think its the only way people will ever play mod maps.

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Crimson on Sun, 11 Jan 2004 01:11:25 GMT
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As I said, we intend to add something for map downloading to RenGuard.

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Alkaline on Sun, 11 Jan 2004 01:13:19 GMT
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nice, unzipping support would be good aswell, e.g. maps are zipped when downloaded but are

unzipped automatically to the directory..

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Sun, 11 Jan 2004 01:18:22 GMT
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If you plan on doing it, you'd better not think of custom levels as something you can just toss in and forget about. People had to make them for you to enjoy, so when you start doing this autodownload stuff, credit the authors and make sure the readme files are shown.

If you don't want to do that, I'd have to ask for my work to not be included in any automatic downloading shit... Simply because there are terms in the readme.txt file and you agree to them when you download and use the levels I make.

I'm sure there will be no problems though.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by mrpirate on Sun, 11 Jan 2004 01:28:28 GMT
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The size of the maps shouldn't stop this from working. It works with Unreal 2 XMP and the maps there are several megs as well.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Titan1x77 on Sun, 11 Jan 2004 09:34:09 GMT
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AircraftkillerIf you plan on doing it, you'd better not think of custom levels as something you can just toss in and forget about. People had to make them for you to enjoy, so when you start doing this autodownload stuff, credit the authors and make sure the readme files are shown.

If you don't want to do that, I'd have to ask for my work to not be included in any automatic downloading shit... Simply because there are terms in the readme.txt file and you agree to them when you download and use the levels I make.

I'm sure there will be no problems though.

Geeez...Enough with this allready

People know you made the maps,and if they don't, let them play them and go back and find out who made them after.

Did you make these maps for any other reason then to have people enjoy them on a bunch of servers or what??

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by NHJ BV on Sun, 11 Jan 2004 10:47:39 GMT
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AircraftkillerIf you plan on doing it, you'd better not think of custom levels as something you can just toss in and forget about. People had to make them for you to enjoy, so when you start doing this autodownload stuff, credit the authors and make sure the readme files are shown.

If you don't want to do that, I'd have to ask for my work to not be included in any automatic downloading shit... Simply because there are terms in the readme.txt file and you agree to them when you download and use the levels I make.

I'm sure there will be no problems though.

Perhaps the readme can be used as an EULA you'd have to agree to before you can download the maps?

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Sun, 11 Jan 2004 11:30:35 GMT
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Some of us prefer to have ourselves noticed for what we make. Why don't you bitch about Crimson promoting RenGuard? Obviously, everyone knows what RenGuard is, so there's no point in having a website for it... </sarcasm> since you're too retarded to understand sarcasm without the pseudotag being shown as previously noted in other arguments with you.

I made them, I dictate what is done with them... Not you, and if you don't like it you can shut the fuck up and get over it.

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Crimson on Sun, 11 Jan 2004 11:50:56 GMT
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ACK you've asked me like 487 times to include your fucking readmes... I get the point mmkay?

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Alkaline on Sun, 11 Jan 2004 16:26:19 GMT
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ACK, why don't you include who the original map maker was in all your readmes?

I see only in glacier where it says who the original map maker was, the rest of your maps, you don't mention the original author, so you are guilty of the same thing you tell others, in fact you are worse because you are just ripping off westwood maps.

anyway, I see no point in adding your readmes to maps because everyone know who made them, and just because your readmes aren't included doesn't mean the server host is taking credit. If you have a problem with that you can make your maps non-public. Because obviously you use a lot of things that you don't give credit for in your maps, why should we be required to be any different?

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Alkaline on Sun, 11 Jan 2004 16:28:39 GMT
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Aircraftkiller

I made them, I dictate what is done with them...

no you ripped them off westwood, at least the ones that are any good, I'm sure westwood only let you do this because you were going to release them to the public, if you think you have 100% control over them thats b.s. because the maps aren't entirely your own work.

---

## Subject: Re: Auto Mod map download ? So server installs maps on clien
Posted by Beanyhead on Sun, 11 Jan 2004 16:39:44 GMT
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AlkalineAny way to do this? sorta like how Unreal Tournament did it. the server would automatically install the map being played on to clients machine if they didn't have it.

This would really boost the modmap community imo because people won't have to go searching for maps.

This could be easily done using the same "DCC" as in mIRC.  Since your IP is shared with the server when you click on the server name, you should be able to DCC that person maps.

For example, say you join The Pits on City Flying, you could have the DCC software start downloading all maps in the cycle in the background, but only after it has checked that the map is not already downloaded.  That way, the person wouldn't have to download any maps.

And the size issue, if the map is a few maps away, they should be able to download it in time, but I would suggest putting a cap on the max donwload speed so it does not hamper their game experience drastically.

Just my thoughts

---

## Subject: Auto Mod map download ? So server installs maps on clients?

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Posted by England on Sun, 11 Jan 2004 17:44:13 GMT
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CrimsonACK you've asked me like 487 times to include your fucking readmes... I get the point mmkay?

hahahahah

Anyway, 2 points

Renegade maps maybe several megs, but ive played games like UT2K3 were some maps are about 15megs etc... Size of the map shouldnt be a problem, since most people who online game have some sort of broadband connection. If you dont have, WHY NOT?!

Forcing people to read a readme in an autodownloader, in my opinion, fukin dumb and pointless. No other games with auto downloaders do it?

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Blazer on Sun, 11 Jan 2004 18:28:19 GMT
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As long as the download location is somewhere OTHER than the game server. Renegade uses too much bandwidth to have any to spare

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by msgtpain on Sun, 11 Jan 2004 19:41:59 GMT
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And.. I don't know if it's a random bug, or if it is a 'feature'.. but I've never been able to extract a map in to my data folder WHILE renegade is running, and have it be able to be played. It will always put me in that scene where there's a big blue circle below me and I'm falling over and over.
I have to shut down and restart renegade for them to work.

If this happens ALWAYS, then an autodownload is sort of pointless.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Try_lee on Sun, 11 Jan 2004 20:03:55 GMT
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It does always happen.

Renegade has to be restarted for it to be any good.

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Scythar on Sun, 11 Jan 2004 20:05:22 GMT

Yeah that's what happens, my Renegade crashes all the way back to windows if I even try to load the map before restarting.

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Founder of YASA on Sun, 11 Jan 2004 20:08:32 GMT

Boss we are thinking the same thing about it.
I talked to Balzer about it about 30 min before you.
The solution is to have Ren restart before the map is added in and a message will pop up.

FoY

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Crimson on Sun, 11 Jan 2004 20:25:38 GMT

AlkalineAircraftkiller

I made them, I dictate what is done with them...

no you ripped them off westwood, at least the ones that are any good, I'm sure westwood only let you do this because you were going to release them to the public, if you think you have 100% control over them thats b.s. because the maps aren't entirely your own work.

WRONG, sorry... Westwood GAVE the unfinished maps to ACK. He didn't steal them. AND, he does in fact credit the original authors for their work.

The Readme for Glacier_Flying
ENORMOUS SPECIAL THANKS TO: Mike Amerson from Westwood Studios for helping me obtain this map and other models I've dearly needed, along with kindly helping me learn how to use 3DS Max. Thanks very much to Tse-Cheng Lo for designing Glacier Flying. Being able to finish his work was awe-inspiring! Another special thanks goes out to Chris Rubyor, also know as Delphi, for helping get these models to me and helping the mod community as a whole. We couldn't do it without you, Delphi!

I don't mean to be rude, but you are just WAY off base here. It's not like he hacked some Westwood computer and stole the levels (which were just wireframed out, no textures, no buildings...) -- Westwood gave the files to him, including full ownership rights and permissions.

WHY are we getting into this again?

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Blazer on Sun, 11 Jan 2004 21:35:30 GMT

msgtpainAnd.. I don't know if it's a random bug, or if it is a 'feature'.. but I've never been able to extract a map in to my data folder WHILE renegade is running, and have it be able to be played. It will always put me in that scene where there's a big blue circle below me and I'm falling over and over.
I have to shut down and restart renegade for them to work.

If this happens ALWAYS, then an autodownload is sort of pointless.

Dont quote me on this since we have not coded any autodownload code yet, but the "plans" are for the RG client to autodownload maps from the site specified by the server owner.  The maps will be placed in a temporary directory, and a message will be sent telling you that the download is complete and will go into effect when you restart renegade.  Upon quitting renegade RG will uncompress the maps and move them to your data dir and restart renegade for you.

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Mon, 12 Jan 2004 17:21:32 GMT

AlkalineACK, why don't you include who the original map maker was in all your readmes?

I see only in glacier where it says who the original map maker was, the rest of your maps, you don't mention the original author, so you are guilty of the same thing you tell others, in fact you are worse because you are just ripping off westwood maps.

anyway, I see no point in adding your readmes to maps because everyone know who made them, and just because your readmes aren't included doesn't mean the server host is taking credit. If you have a problem with that you can make your maps non-public. Because obviously you use a lot of things that you don't give credit for in your maps, why should we be required to be any different?

How would you know about the readme.txt files? After all, you gratuitously removed each readme.txt file with all of my levels and tossed them into some "map pack" without even consulting me about it.

We've all been through this "omg! hes stealzoring ww mapz!!!" It's all been proven wrong, numerous times. I'll run it over with you once more:

1. You're some random person online who probably hasn't been here since the first time I released anything with the assistance of Westwood Studios.

2. You obviously don't know what happened between WS and myself.

3. You don't even know that Louis Castle, co-founder of WS, was the one who authorized me to

have everything that I do now.

If you want to continue this, sure, go right ahead... Just remember that you don't have all the facts, and it's rather difficult to argue about something you know fuck all about.

If everyone knew "who I was" when they used something I made, why is it that I still have a lot of people saying "you didnt make this, aircraftkiller did" when I go into Renegade, even after stating who I am when asking for their opinions?

Come on now...

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Blazer on Mon, 12 Jan 2004 17:34:31 GMT
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Ack have you ever thought about "signing" your maps? I don't mean like the huge billboard in Paradox Harbor, I mean like having a small plaque on a wall in one of the buildings saying you made the map?  That way the proof of whose it is is right there, and cannot be overlooked like a readme file

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Renx on Mon, 12 Jan 2004 21:02:55 GMT
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ya, like make your name show up every so often on the big screen in the HoN, or on the tv's in the WF.

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Beanyhead on Mon, 12 Jan 2004 21:08:53 GMT
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BlazermsgtpainAnd.. I don't know if it's a random bug, or if it is a 'feature'.. but I've never been able to extract a map in to my data folder WHILE renegade is running, and have it be able to be played.  It will always put me in that scene where there's a big blue circle below me and I'm falling over and over.
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---

I've been able to put maps in my data folder, and they work, while playing but not at the server listings...

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Weirdo on Mon, 12 Jan 2004 21:28:14 GMT
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I also don't have to reload Renegade. But I only have to Reconnect to WOL. In the server list even after downloading the map, the server list will still say I don't have the map. After reconnecting it's fine.

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Alkaline on Mon, 12 Jan 2004 23:28:18 GMT
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AircraftkillerAlkalineACK, why don't you include who the original map maker was in all your readmes?

I see only in glacier where it says who the original map maker was, the rest of your maps, you don't mention the original author, so you are guilty of the same thing you tell others, in fact you are worse because you are just ripping off westwood maps.

anyway, I see no point in adding your readmes to maps because everyone know who made them, and just because your readmes aren't included doesn't mean the server host is taking credit. If you have a problem with that you can make your maps non-public. Because obviously you use a lot of things that you don't give credit for in your maps, why should we be required to be any different?

How would you know about the readme.txt files? After all, you gratuitously removed each readme.txt file with all of my levels and tossed them into some "map pack" without even consulting me about it.

We've all been through this "omg! hes stealzoring ww mapz!!!" It's all been proven wrong, numerous times. I'll run it over with you once more:

1. You're some random person online who probably hasn't been here since the first time I released anything with the assistance of Westwood Studios.

2. You obviously don't know what happened between WS and myself.

3. You don't even know that Louis Castle, co-founder of WS, was the one who authorized me to have everything that I do now.

If you want to continue this, sure, go right ahead... Just remember that you don't have all the facts,

---

and it's rather difficult to argue about something you know fuck all about.

If everyone knew "who I was" when they used something I made, why is it that I still have a lot of people saying "you didnt make this, aircraftkiller did" when I go into Renegade, even after stating who I am when asking for their opinions?

Come on now...

first of all I included your readmes in the map pack downloads.

2nd, here is the readme direct from your cncden website for MetroTS

Quote:=============================
=====Renegade Map Readme======
==============================

A real special thanks goes out to NeoSaber, also part of the Renegade Alert modification team, for making the new version of Metro work properly. Textures had corrupted, and he fixed them for me. Highly appreciated!

Map Name: C&C MetroTS | Version 2.1

Fixed an issue with the Stealth Tank giving off too many points.

Creator: Aircraftkiller

Email: aircraftkiller@cncgames.com

Website: http://aircraftkiller.blogspot.com

Theatre: Urban city

Description: A map set at night in a crowded urban city. Tiberium sewage flows through the ditches and a Tiberium impact area in the city provides the GDI and Nod forces with a place to harvest raw Tiberium. Look out underground in the Tiberium sewage tunnels and make sure not to fall into the ditches, as Tiberium sewage kills slowly and painfully. The tunnels are located by the vehicle production structures. They are disguised.


Homepage: http://www.cncrenegade.info ; http://www.cncden.com

This file is the property of the creator, all rights and copyrights belong to him. This file is exclusive to Renegade Realm and C&C Den. Do not copy, alter, or claim credit for this skin without permission from the webmaster and creator.

Where does it say who the original creator was?  I don't see it any where :rolleyes:  similiarly in many of your other maps, you take full credit for maps that you borrowed from westwood, that is IN FACT STEALING.

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Alkaline on Mon, 12 Jan 2004 23:45:40 GMT
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so basically my point is, if you give westwood no credit for maps you completed, I see no point in giving you any credit when people download your maps.

---

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Crimson on Tue, 13 Jan 2004 00:05:51 GMT
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Well, I'd say, that's not your call. Westwood didn't have a problem with anything he did with the maps, so you shouldn't either.

---

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by msgtpain on Tue, 13 Jan 2004 00:12:25 GMT
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And not to be completely negative or anything, but in ALL HONESTY, do you think people read the readme's as it is?

If a map were to be automatically downloaded, are you planning on spamming up a window once it extracts that shows the readme?

Do you think they aren't going to be hitting ESC about as fast as they can so that they can just go play?

Are you going to put a timer on the window or something that forces them to look at it for 12 seconds?

I know you don't care, and we've chatted about this before; are you making the maps so people will pat you on the back? or because you just like to do it?  I still think someone needs a small piece of humble pie...

---

**Subject: Auto Mod map download ? So server installs maps on clients?**
Posted by Blazer on Tue, 13 Jan 2004 00:15:05 GMT
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Beanyhead]I've been able to put maps in my data folder, and they work, while playing but not at the server listings...

Hmmm every time I ever tried I get the exit to desktop bug

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Tue, 13 Jan 2004 00:18:32 GMT
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I'm sure if you spent as much time as I did working on this stuff, you'd like to make sure that you got due credit for what was made. People do read them... If you don't, or whoever else you know doesn't, that does not mean that others will not read them. I get e-mails on a daily basis from people asking for help or trying to know why this or that is on a specific level... Without the readme.txt, who's going to know who to contact, and who made it?

Furthermore, would you install something that didn't have some sort of assurance that it isn't a viral file? Readme files provide that assurance, showing people that someone made it with good intentions.

I like it when I can talk to people who have played what I make. Especially when they offer suggestions. Kinda sucks when I would have to go around saying "yeah, I made this even though you don't believe me and won't listen to anything I say about it" because of a missing text file.

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by msgtpain on Tue, 13 Jan 2004 00:23:32 GMT
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Aircraftkiller Kinda sucks when I would have to go around saying "yeah, I made this even though you don't believe me and won't listen to anything I say about it" because of a missing text file.

So, all I have to do is replace that little text file with one that I write and *poof*, I created the level? Seems too easy to me   :rolleyes:

People know you made the levels, they can see that everywhere they look online.  All they have to do is post in any number of forums or sites that they get the files from, and they will easily be pointed in the right direction.

If you think your name and short description in a text file assures me that there are no virii in the file it accompanies, you're sadly mistaken..

No one's arguing that you should indeed be able to bask in the glory of your work.. All I'm saying is, you need to take a few precautions so you don't get a sun burn..

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Doitle on Tue, 13 Jan 2004 00:25:16 GMT
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ACK you could do what the Counterstrike mappers do and put a tattoo on the map. Either behind a wall or somewhere in the map like on the peak of a mountain. Just a little like AircraftKiller insignia and the year it was made. I think that'd look kinda coolio personally. Then people'd see it too, more than see a readme. Plus if people don't beleive you in game you can be like "look up...

MWAHAHHA"

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Blazer on Tue, 13 Jan 2004 00:25:55 GMT
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I still like the idea of a plaque on the wall inside a building  or a message on the HON console. That way your level is "signed" and readme or not eveyrone knows you made it and it cannot be easily altered.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Doitle on Tue, 13 Jan 2004 00:27:04 GMT
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See I can have a good idea every once in a while!

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by msgtpain on Tue, 13 Jan 2004 00:29:19 GMT
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DoitleSee I can have a good idea every once in a while!

Go back 12 posts and look around....

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Doitle on Tue, 13 Jan 2004 00:29:58 GMT
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A pictures worth a thousand words. ;P

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Tue, 13 Jan 2004 00:40:03 GMT
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msgtpainAircraftkiller Kinda sucks when I would have to go around saying "yeah, I made this even though you don't believe me and won't listen to anything I say about it" because of a missing text file.

So, all I have to do is replace that little text file with one that I write and *poof*, I created the level? Seems too easy to me   :rolleyes:

---

People know you made the levels, they can see that everywhere they look online.  All they have to do is post in any number of forums or sites that they get the files from, and they will easily be pointed in the right direction.

If you think your name and short description in a text file assures me that there are no virii in the file it accompanies, you're sadly mistaken..

No one's arguing that you should indeed be able to bask in the glory of your work.. All I'm saying is, you need to take a few precautions so you don't get a sun burn..

I've had that happen before. When it does, the C&C community steps up to the plate and takes over, basically blacklisting the person who did it... I know what you're saying, though.

They don't always look everywhere... Don't you remember the incidents with people who couldn't figure out how to jump higher in Mars? If what you say is true, I doubt people are going to read a line of text on the download saying who made it.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by kopaka649 on Tue, 13 Jan 2004 00:42:40 GMT
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If autodownload ever makes it into RG, maybe when you join a server a box could pop up showing the readme or something.
EDIT: erm.. i seem to have posted a bit late lol

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Alkaline on Tue, 13 Jan 2004 01:31:22 GMT
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if auto download is ever invented, be sure sure not to use any ack maps because he will bitch at you till you bleed.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Blazer on Tue, 13 Jan 2004 01:32:01 GMT
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DoitleA pictures worth a thousand words. ;P

Or, five words: "Your sig is too big"

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Tue, 13 Jan 2004 01:44:53 GMT
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Yeah, God forbid I ask people to respect myself and what I create when using my work... I guess when I go over to your house someday in the far, far future, I'll shit all over your sink and piss in your food, just because you offered to let me go inside.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Crimson on Tue, 13 Jan 2004 01:47:43 GMT
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I'd pay to see that.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Alkaline on Tue, 13 Jan 2004 02:45:27 GMT
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crimson pays to see shit and piss... no wonder she's asking for donations :rolleyes:


Anyway ack, if you make it pass my dogs,  you can come to my house, but any of that pissing and shitting and you would be executed on the spot.

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Crimson on Tue, 13 Jan 2004 02:59:37 GMT
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"Oh yeah, well, well, I can't beat you in a battle of minds so I'll kick your ass!"

Just say that and spare us the macho act. I mean, do you SERIOUSLY think ACK meant he would LITERALLY shit on your sink? Good lord...

---

Subject: Auto Mod map download ? So server installs maps on clients?
Posted by YSLMuffins on Tue, 13 Jan 2004 03:00:02 GMT
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BlazerAck have you ever thought about "signing" your maps? I don't mean like the huge billboard in Paradox Harbor, I mean like having a small plaque on a wall in one of the buildings saying you made the map?  That way the proof of whose it is is right there, and cannot be overlooked like a readme file

---

Haha...I actually never thought about that little mesh actually being a 'signature'...I just thought it would have made a nice prop...

I don't, however, see the practicality of autodownloading fan maps...perhaps the desktop crash thing might be resolved if the thu file was included.  I don't know, but that just might defeat the whole purpose, but it would help all those lazy people who don't feel like navigating to links sometimes to find maps. -_-

---

## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Blazer on Tue, 13 Jan 2004 03:20:11 GMT
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YSLMuffinsBlazerAck have you ever thought about "signing" your maps? I don't mean like the huge billboard in Paradox Harbor, I mean like having a small plaque on a wall in one of the buildings saying you made the map?  That way the proof of whose it is is right there, and cannot be overlooked like a readme file

Haha...I actually never thought about that little mesh actually being a 'signature'...I just thought it would have made a nice prop...

I don't, however, see the practicality of autodownloading fan maps...perhaps the desktop crash thing might be resolved if the thu file was included.  I don't know, but that just might defeat the whole purpose, but it would help all those lazy people who don't feel like navigating to links sometimes to find maps. -_-

Heh yeah its a nice prop on paradox harbor, I just meant something that large would look out of place on a "standard" C&C map.  I do think its would be neat for map authors to have something in the map that shows they made it.

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## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Battousai on Tue, 13 Jan 2004 05:35:54 GMT
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The mapmakers should do something funny like put a giant statue of themselves in the middle of the base!!!

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## Subject: Auto Mod map download ? So server installs maps on clients?
Posted by warranto on Tue, 13 Jan 2004 05:41:13 GMT
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Don't give ACK any ideas... we don't need to worship him as we play

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